Ingrid Whiterun

Chaotic Neutral
Outlander Female
human Level 3 Rogue

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−1	Strength
9	
+4	Dexterity
18	
+4	Constitution
18	
+1	Intelligence
13	
+2	Wisdom
14	
+4	Charisma
18	
	Active?
	Variant Encumbrance
30	Speed
14	Armor Class
+2	Proficiency Bonus

+8 Initiative

TOTAL: 30

HIT POINTS

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Total: 3d8

Hit Dice

Luck Points

O	-1	Strength Save
•	+6	Dexterity Save
o	+4	Constitution Save
•	+3	Intelligence Save
o	+2	Wisdom Save
o	+4	Charisma Save

SAVING THROWS

- (●) +8 Acrobatics
- ( ) +2 Animal Handling
- ( ) +1 Arcana
- (●) +1 Athletics
- (●) +6 Deception
- ( ) +1 History
- ( ) +2 Insight
- (●) +6 Intimidation
- ( ) +1 Investigation
- ( ) +2 Medicine
- ( ) +1 Nature
- (●) +4 Perception (14)
- ( ) +4 Performance
- (●) +6 Persuasion
- ( ) +1 Religion
- ( ) +4 Sleight of Hand
- ( ) +4 Stealth
- (●) +4 Survival

SKILLS

Simple Melee Weapons

Simple Ranged Weapons

Shortsword

Longsword

Rapier

Hand Crossbow

WEAPONS

- (●) Light Armor

ARMOR

- ( ) Flute
- (●) Thieves' Tools

TOOLS

- (●) Thieves' Cant
- (●) Dwarvish
- (●) Common

LANGUAGES

PHYSICAL DESCRIPTION

With eyes as wild as the storm-tossed seas, their deep blue hue rivaling the darkest depths of an oceanic abyss, Ingrid's gaze holds a magnetism that draws in all who dare meet it. Her entrancing smile, like a fleeting yet unforgettable glimpse of a forbidden secret, dances on her lips, a smile that speaks of a world of untold stories. When she walks, the air seems to shift, her long, raven-black hair Rowing behind her like the banner of a conquering queen, heralding her arrival with the power of a thousand whispers. At 57" and weighing 130 pounds, her presence is undeniable, the very embodiment of pride and allure. She is a force to be reckoned with, a beautiful enigma who grows stronger, more captivating, every day.

PERSONALITY TRAITS

"I walk like the world owes me something. It doesn't. But I still take."

"I whisper jokes to the wind. It's the only thing that laughs back and doesn't die."

IDEALS

Controlled Chaos: "I thrive on instinct — plans get people killed, but rhythm? Rhythm saves."

Freedom Through Madness: "They called me broken once. I broke them back. Fair trade."

BONDS

"There's a name I can't forget, but I can't remember who it belonged to. It hurts when I try. So I kill instead."

"If you fight beside me, I might protect you. Or watch you burn. Depends on the day."

FLAWS

"When I start laughing, something inside me gets louder. It doesn't stop until someone bleeds."

"I don't know how to be safe — only sharp, only fast, only gone."

EXP PROGRESS

Total XP: **900**

Remaining XP until next level: **1800** (Level 4)

Click for more advanced info

ACTION

Dash

When you take the Dash action, you gain extra movement for the current turn. The increase equals your speed, after applying any modifiers.

Dash

ACTION

Disengage

If you take the Disengage action, your movement doesn't provoke opportunity attacks for the rest of the turn.

ACTION

Dodge

When you take the Dodge action, you focus entirely on avoiding attacks. Until the start of your next turn, any attack roll made against you has disadvantage if you can see the attacker, and you make Dexterity saving throws with advantage. You lose this benefit if you are incapacitated or if your speed drops to 0.

ACTION

kt? Help

You can lend your aid to another creature in the completion of a task. When you take the Help action, the creature you aid gains advantage on the next ability check it makes to perform the task you are helping with, provided that it makes the check before the start of your next turn.

Alternatively, you can aid a friendly creature in attacking a creature within 5 feet of you. You feint, distract the target, or in some other way team up to make your ally's attack more effective. If your ally attacks the target before your next turn, the first attack roll is made with advantage.

ACTION

Hide

When you take the Hide action, you make a Dexterity (Stealth) check in an attempt to hide.

Hide Roll

ATTACK

Climb onto a Bigger Creature

As an alternative, a suitably large opponent can be treated as terrain for the purpose of jumping onto its back or clinging to a limb. After making any ability checks necessary to get into position and onto the larger creature, the smaller creature uses its action to make a Strength (Athletics) or Dexterity (Acrobatics) check contested by the target's Dexterity (Acrobatics) check. If it wins the contest, the smaller creature successfully moves into the target creature's space, the smaller creature moves with the target and has advantage on attack rolls against it.

^ Climb Roll

ATTACK

Shove Aside

With this option, a creature uses the special shove attack from the Player's Handbook to force a target to the side, rather than away. The attacker has disadvantage on its Strength (Athletics) check when it does so. If that check is successful, the attacker moves the target 5 feet to a different space within its reach.

Shove Roll

ATTACK

Grapple

Using at least one free hand, you try to seize the target by making a grapple check, a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). You succeed automatically if the target is incapacitated.

Grapple Roll

ATTACK

Shove

The target of your shove must be no more than one size larger than you, and it must be within your reach. You make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). You succeed automatically if the target is incapacitated. If you succeed, you either knock the target prone or push it 5 feet away from you.

Shove Roll

ATTACK

+ 1 Unarmed Attack

You make an unarmed strike against a creature while not holding any weapons in your hand.

t; On hit

0 bludgeoning damage

ATTACK

+ 1 Quarterstaff

t; On hit

d6 bludgeoning damage

ATTACK

+ 1 Quarterstaff (Two-Handed)

t; On hit

d8 bludgeoning damage

BONUS ACTION

£ Cunning Action

Your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

BONUS ACTION

-g=|* Steady Aim

As a bonus action, you give yourself advantage on your next attack roll on the current turn. You can use this bonus action only if you haven't moved during this turn, and after you use the bonus action, your speed is 0 until the end of the current turn.

Steady Aim

BONUS ACTION

Overrun

When a creature tries to move through a hostile creature's space, the mover can try to force its way through by overrunning the hostile creature. As an action or a bonus action, the mover makes a Strength (Athletics) check contested by the hostile creature's Strength (Athletics) check. The creature attempting the overrun has advantage on this check if it is larger than the hostile creature, or disadvantage if it is smaller. If the mover wins the contest, it can move through the hostile creature's space once this turn.

Overrun Roll

BONUS ACTION

Tumble

A creature can try to tumble through a hostile creature's space, ducking and weaving past the opponent. As an action or a bonus action, the tumbler makes a Dexterity (Acrobatics) check contested by the hostile creature's Dexterity (Acrobatics) check. If the tumbler wins the contest, it can move through the hostile creature's space once this turn.

Tumble Roll

FREE ACTION

Advantage

Cost: 1 luck Points

When you roll a d20 for a D20 Test

you can spend 1 Luck Point to give yourself Advantage on the roll.

FREE ACTION

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Disadvantage

Cost: 1 luck Points

When a creature rolls a d20 for an attack roll against you

you can spend 1 Luck Point to impose Disadvantage on that roll

FREE ACTION

Disarm

A creature can use a weapon attack to knock a weapon or another item from a target's grasp. The attacker makes an attack roll contested by the target's Strength (Athletics) check or Dexterity (Acrobatics) check. If the attacker wins the contest, the attack causes no damage or other ill effect, but the defender drops the item.

The attacker has disadvantage on its attack roll if the target is holding the item with two or more hands. The target has advantage on its ability check if it is larger than the attacking creature, or disadvantage if it is smaller.

FREE ACTION

- 1H - Mark

When a creature makes a melee attack, it can also mark its target. Until the end of the attacker's next turn, any opportunity attack it makes against the marked target has advantage. The opportunity attack doesn't expend the attacker's reaction, but the attacker can't make the attack if anything, such as the incapacitated condition or the shocking grasp spell, is preventing it from taking reactions. The attacker is limited to one opportunity attack per turn.

WANDERER

You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

RESOURCEFUL

You gain Heroic Inspiration whenever you finish a Long Rest.

LUCKY

You gain the following benefits:

- ***Luck Points.*** You have 2 Luck Points and can spend the points on the benefits below. You regain your expended Luck Points when you finish a Long Rest.
- ***Advantage.*** When you roll a d20 for a D20 Test, you can spend 1 Luck Point to give yourself Advantage on the roll.
- ***Disadvantage.*** When a creature rolls a d20 for an attack roll against you, you can spend 1 Luck Point to impose Disadvantage on that roll.

THIEVES' CANT

During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly.
In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

SNEAK ATTACK

Once per turn, you can deal an extra 2d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.
You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

SNEAK ATTACK

Once per turn, you can deal an extra **2d6** damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

CUNNING ACTION

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

STEADY AIM

As a bonus action, you give yourself advantage on your next attack roll on the current turn. You can use this bonus action only if you haven't moved during this turn, and after you use the bonus action, your speed is 0 until the end of the current turn.

FANCY FOOTWORK

During your turn, if you make a melee attack against a creature, that creature can't make opportunity attacks against you for the rest of your turn.

RĀKISH ĀUDACITY

You can give yourself a **+4** bonus to your initiative rolls.

You also gain an additional way to use your Sneak Attack; you don't need advantage on the attack roll to use your Sneak Attack against a creature if you are within 5 feet of it, no other creatures are within 5 feet of you, and you don't have disadvantage on the attack roll. All the other rules for Sneak Attack still apply to you.

CARRYING CAPACITY

36.2/135 lbs carried

QUARTERSTAFF

Versatile

INVENTORY

^ Weight Carried: 36.2 lb

jjft Net worth: 117 gp 7 sp

Items attuned:

EQUIPPED

CLOTHES, TRAVELER'S

2 gp 4 lb

QUARTERSTAFF

2 sp 4 lb

A 2sp, 4lb, simple melee weapon, that deals 1d6 bludgeoning damage and has the following properties:

- **Versatile (1d8):** This weapon can be used with one or two hands. A damage value in parentheses appears with the property — the damage when the weapon is used with two hands to make a melee attack.

CARRIED

HUNTING TRAP

m 5 gp 25 lb

When you use your action to set it, this trap forms a saw-toothed steel ring that snaps shut when a creature steps on a pressure plate in the center. The trap is affixed by a heavy chain to an immobile object, such as a tree or a spike driven into the ground. A creature that steps on the plate must succeed on a DC 13 Dexterity saving throw or take 1d4 piercing damage and stop moving. Thereafter, until the creature breaks free of the trap, its movement is limited by the length of the chain (typically 3 feet long). A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. Each failed check deals 1 piercing damage to the trapped creature.

ANIMAL TROPHY

A trophy from an animal you've killed before as an outlander.

SPELLS

BELT POUCH

5 sp 1 lb
110 gp contents 2.2 lb contents

0 PLATINUM PIECES

10 gp 0.02 lb

110 GOLD PIECES

110 gp 2.2 lb
1 gp each 0.02 lb each

0 SILVER PIECES

1 sp 0.02 lb

0 COPPER PIECES

1 cp 0.02 lb